iJRASET
International Journal For Research in Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 13 **Issue:** IV **Month of publication:** April 2025

DOI: https://doi.org/10.22214/ijraset.2025.69532

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 13 Issue IV Apr 2025- Available at www.ijraset.com

Power Point Presentation by Hand Gestures using Open CV Python

Mrs.N.Jaya Santhi[1], V.Lakshmi Prasanna[2], S.Rajitha[3], U.Indhu Priya[4], P.Anitha[5]
[1]*M.Tech,* [2, 3, 4, 5]*B.Tech, Computer science & Engineering, Bapatla Women's Engineering College, Bapatla, AP, INDIA*

Abstract: ***This project introduces a revolutionary, touchless presentation system based on real-time hand gesture recognition to navigate slides, add annotations, and highlight text smoothly.***
With the use of sophisticated computer vision algorithms and the cvzone Hand Tracking Module, the system accurately recognizes precise hand movements, allowing for natural actions like navigation between slides, drawing personalized annotations, and zooming into important content.
The solution starts by transforming conventional PowerPoint presentations into image slides, which are dynamically controlled through a webcam-based interface, making them compatible with different presentation formats.
Generally, this method greatly enhances accessibility and interactionwithout requiring traditional input devices.

I. INTRODUCTION

This project is intended to transform presentation delivery by utilizing a touch-free interface founded on real-time hand gesture recognition. The intention is to present users with an easy way to scroll through slides, markup text, and emphasize text,all without the requirement of a conventional input such as a keyboard or mouse.Essentially, the project transforms standard PowerPoint presentations into sets of quality photos. These pictures are then presented and managed by a webcam-based interface.
The system was designed to break the bounds of conventional presentation tools, especially in contemporary environments where remote teamwork and interactive teaching are more heavily demanded. With the integration of computer vision methodologies with robust image processing libraries, the system not only increases the user's grip on visual materials but also eases the conversion of conventional presentations into an interactive form.
This combination of gesture recognition with presentation conversion initiates new ways in human–computer interaction and paves the way for newer innovations in interactive media.

II. LITERARURE SURVEY

N.Mohamed(2021) - A Review of the Hand Gestures Recognition system: The paper reviews key gesture recognition methods, including vision-based systems, which use cameras (RGB, depth, or infrared) for hand tracking, and sensor-based systems that rely on wearable sensors such as accelerometers and gyroscopes.
A.Mongadri (2022) - Hand gestures Recognition for Human-Machine interfaces: It explores how gestures, as a natural form of communication, can be leveraged to improve user interaction with machines, especially in areas like robotics, virtual reality, and augmented reality.
M.vidya(2023)- Gesture-Based Control of Presentation Slides using OpenCV: The paper outlines how OpenCV, an open-source computer vision library, is leveraged to track hand movements and recognize gestures like swiping or pointing to control the slides.

III. EXISTING SYSTEM

1) utilize Microsoft's Kinect sensor to recognize hand gestures and control PowerPoint presentations.
2) Employ Leap Motion's controller to track hand and finger movements, allowing users to control presentations.
3) It allows users to control applications, including presentation software, through hand gestures. Users can swipe to navigate slides or draw & erase.

IV. PROPOSED SYSTEM

We propose the development of a hand gesture-controlled system to operate PowerPoint presentations using OpenCV and Python. The aim is to provide a more intuitive and convenient way for presenters to interact with their slides, eliminating the need for traditional input devices like a mouse or remote clicker.

©IJRASET: All Rights are Reserved

By capturing live video from a webcam and applying computer vision techniques, the system will recognize predefined hand gestures in real-time to navigate between slides, zoom in or out, and highlight and draw on specific slide content.

V. IMPLEMENTATION

we will implement a hand gesture recognition system using Python and OpenCV, combined with MediaPipe for accurate hand tracking. The system will capture real-time video input from a webcam and use computer vision techniques to detect and interpret predefined hand gestures. These gestures will be mapped to specific PowerPoint commands such as moving to the next or previous slide, zooming in or out, and highlighting content on a slide.

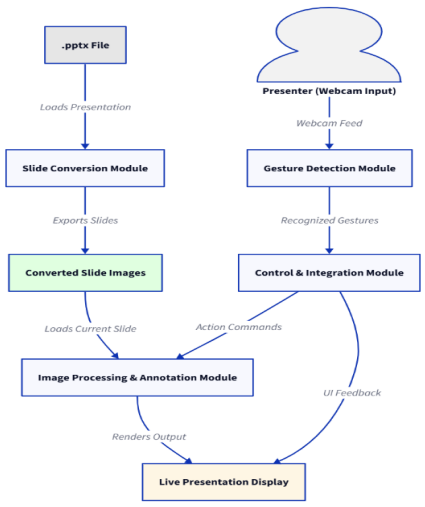
VI. MODULES

1) Slide Conversion Module- Reads presentation files with libraries such as python-pptx (or COM automation on Windows) andsaves every slide as JPEG images, then resizes and converts formats with Pillow.
2) Gesture Detection Module -Using OpenCV for capturing video and cvzone for hand tracking, this module takes live webcam as input. It interprets the positions of the hand landmarks to identify particular gestures, assigning these patterns to different commands (e.g., slide navigation, highlighting, drawing, and zooming).
3) Image Processing and Annotation Module- It lays graphical features—like annotations, highlights, and pointer pointers—over the original slide images. This involves annotating lines and handling other gestures such as zooming, making the visual output be dynamic and readable.

VII.LIBRARIES

1) OpenCV (cv2)-OpenCV is the building block for real-time computer vision operations. In this project, it acts as the main library to grab video data from the webcam, process individual frames, and show both the live video feed and processed output that contains dynamic slide content.
2) cvzone Hand Tracking Module-This dedicated module is based on OpenCV and offers robust functionality for real-time detection and tracking of hand gestures.
3) comtypes.client- On Windows systems, the comtypes package provides interaction with Windows COM components, which allows direct access to the Microsoft PowerPoint application.
4) sys and pathlib- These modules are employed to handle system-specific parameters and resolve file paths consistently.
5) Numpy- NumPy is a critical library for numerical computing and plays a critical role in working with image data and mathematical computation on arrays.

VIII. DATAF LOW DIAGRAM



IX. RESULT AND ANALYSIS

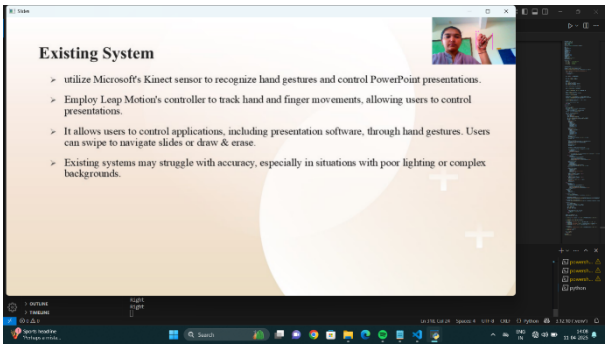


Fig 1: Opening Next Slide

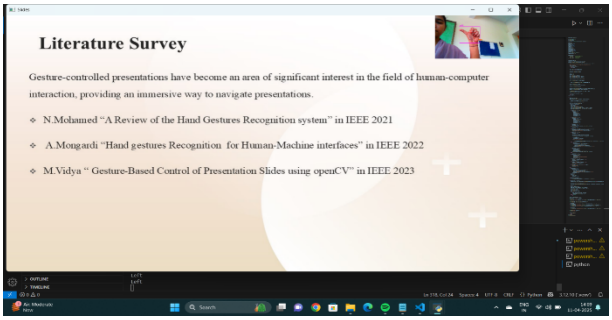


Fig 2: Openingthe Previous Slide

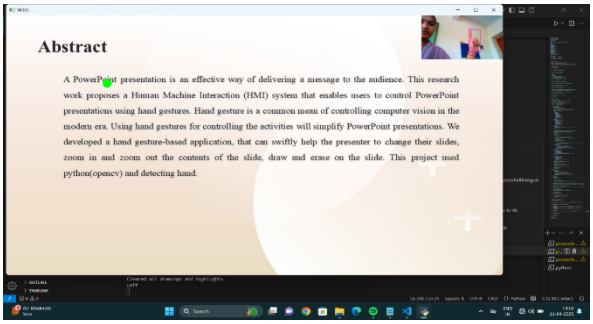


Fig 3: Pointing onthe Slide

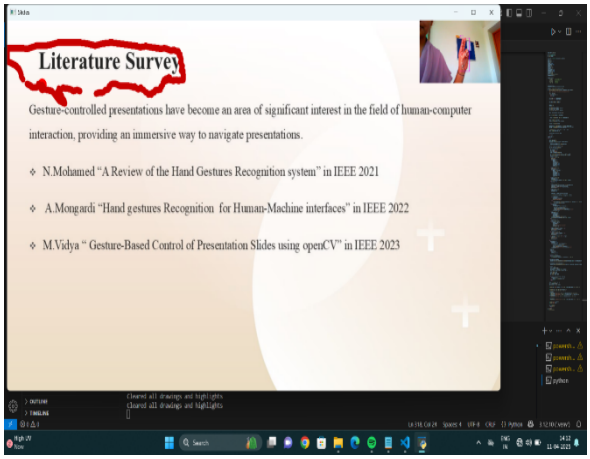


Fig 4: Drawing on the Slide

©IJRASET: All Rights are Reserved

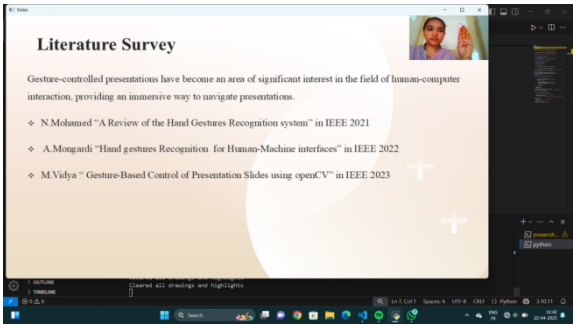


Fig 5:Erasing from the Slide

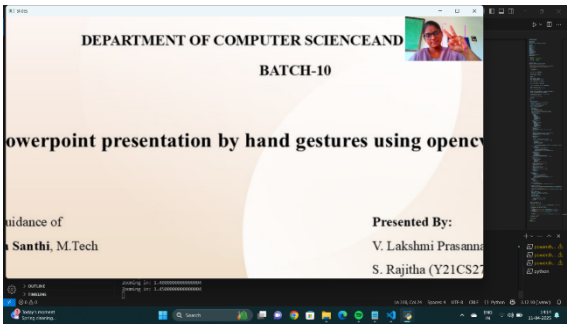


Fig 6: zooming in

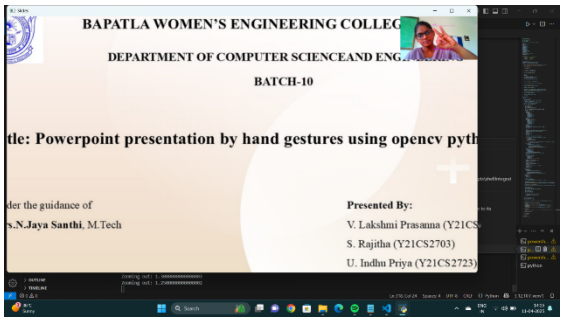


Fig 7: zooming out

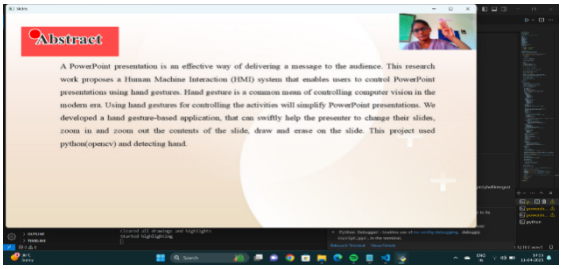


Fig 8: Highlighting a word

X. CONCLUSION

In summary, this project can effectively prove the creation of a real-time, gesture-controlled presentation system that increases user interaction, accessibility, and overall effectiveness of presenting visual content. Through the integration of computer vision and hand gesture recognition, the system dispenses with conventional input devices such as keyboards, mice, or presentation clickers, allowing users to naturally control slide navigation, annotate content, zoom, and highlight through their hand movements alone. In general, the system provides a novel, touch-free approach that revolutionizes the conventional presentation experience and provides a foundation for future applications in gesture-based human–computer interaction.

©IJRASET: All Rights are Reserved

XI. FUTURE SCOPE

The future scope of this gesture-controlled presentation system includes the use of more sophisticated machine learning models to improve the accuracy of gesture recognition and accommodate a wider variety of natural hand movements.The system would also become a multimodal interface if voice commands were integrated into the system, in addition to gestures, to provide a more flexible and intuitive user interface. This development would make the system a leading-edge technology for interactive education, enterprise communication, and much more.

REFERENCE PAPERS

[1] Zhang, Z. (2012). Microsoft Kinect Sensor and Its Effect. IEEE Multimedia, 19(2), 4–10.
[2] Mittal, A., Zisserman, A., & Torr, P. H. S. (2011). Hand Detection Using Multiple Proposals. British Machine Vision Conference (BMVC).
[3] Szeliski, R. (2010). Computer Vision: Algorithms and Applications. Springer.
[4] Tadas Baltrušaitis, Peter Robinson, and Louis-Philippe Morency. (2016).OpenFace: An Open Source Facial Behavior Analysis Toolkit. IEEE Winter Conf. on Applications of Computer Vision (WACV).
[5] MediaPipe Team. (2021). MediaPipe Hands: Real-Time Hand Tracking.

Author’s Profiles



Mrs.N. Jaya Santhiworking as Assistant Professor in Department of CSE, BWEC, Bapatla.



V.Lakshmi Prasanna B.Tech with computer science and engineering in Bapatla Women’s Engineering College, Bapatla.



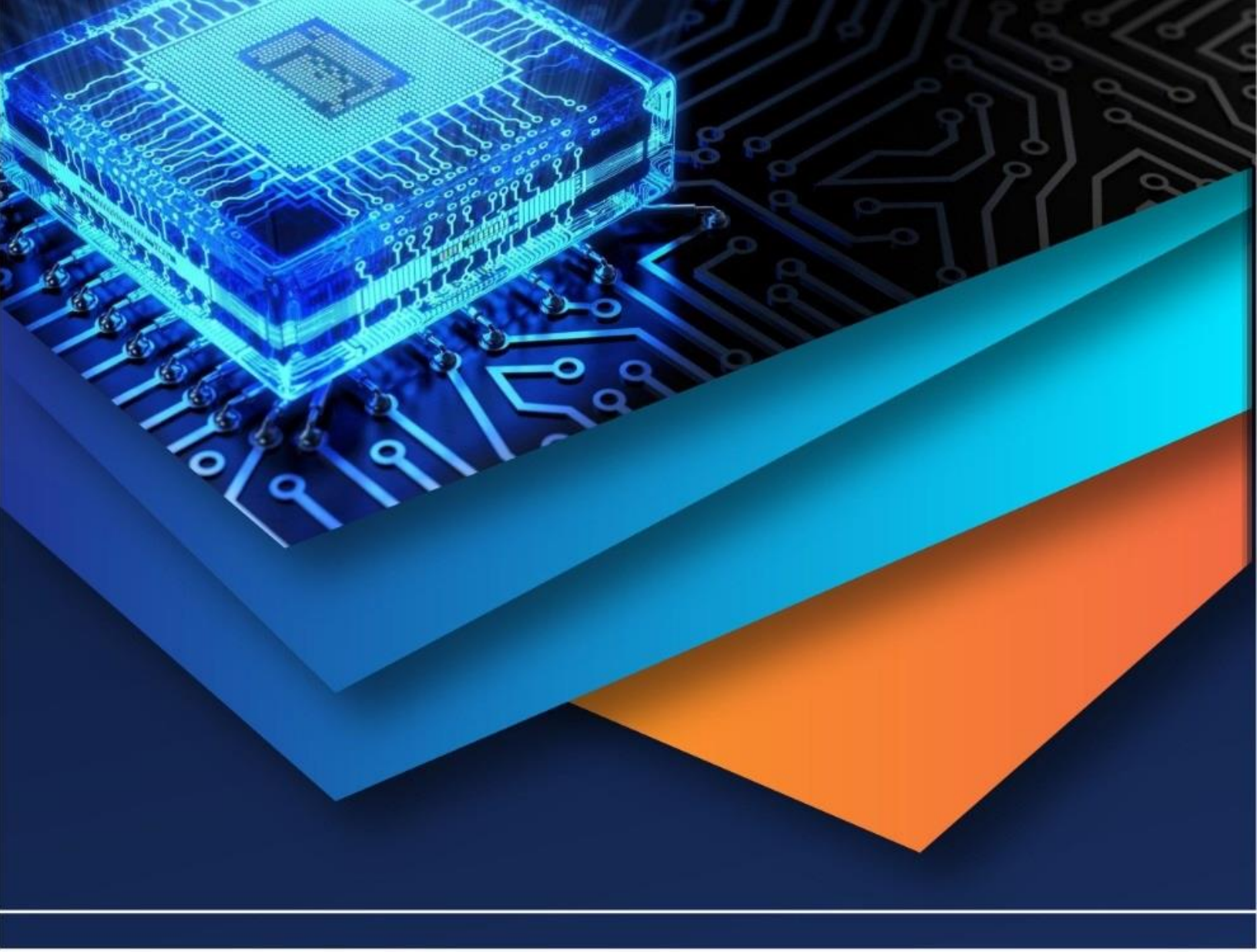
S. Rajitha B.Tech with computer science and engineering in Bapatla Women's Engineering College, Bapatla.



U.Indu Priya B.Tech with computer science and engineering in Bapatla Women's Engineering College, Bapatla.



P.Anitha B.Tech with computer science and engineering in Bapatla Women's Engineering College, Bapatla.



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089 (24*7 Support on Whatsapp)